commodore
COMPUTER SYSTEMS DIVISION

inter-office memo

To: C.Winterble **Date:** July 21, 1982

From: M.Tomczyk **cc:** K.Spencer
J.McEnerney

Subject: Commodore Music-Maker Cartridge

Attached are recommended changes/enhancements required to make John Feagans' Music cartridge a viable product. Please confirm target date for completed cartridge revisions.

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Additions

1. Add keyboard piano
   Allow the keys of the top two rows to function as a piano keyboard. Display keyboard equivalence.

```
 # #   # # #   # #   # #
 2 3   5 6 7   9 0   - p
Q W E R T Y U I O P @ * ©
C D E F G A B C D E F G A
```

2. Save and load from DATASSETTE
   Eliminate a couple sample songs, if necessary. Keep "MINUET IN G", and "JESU, JOY OF...".

3. Add color selection for background, border, notes

4. Add "RUN-STOP" exit from all modes

5. When going into editor mode, add "PRESS RUN-STOP TO EXIT" message

If possible

1. In TEMPO menu add current tempo indicator (arrow positioned next to current choice or something similar)

2. Add a "banjo" (plink-plunk) instrument

Changes

1. Center menus on the page (see examples attached)

2. In editor mode label voices 1 through 3 rather than 0 through 2

3. On first title page, change title to COMMODORE MUSIC MAKER
   Add in lower right corner: (C) 1982 COMMODORE

4. See attached examples for other menu pages

If possible

1. In menus label choices 1 through N rather than 0 through N-1

2. Change drum to higher (snare-like) frequency

3. Make xylophone more bell-like (echoing quality)

COMMODORE MUSIC MAKER

(1) SELECT INSTRUMENT
(2) SELECT TEMPO
(3) PLAY FROM KEYBOARD
(4) PLAY SAMPLE
(5) EDIT SCORE
(6) PLAY SCORE
(7) KEYBOARD PIANO

CHOOSE AN OPTION

INSTRUMENTS

(0) BANJO
(1) ACCORDIAN
(2) CALLIOPE
(3) DRUM
(4) FLUTE
(5) GUITAR
(6) HARPSICHORD
(7) ORGAN
(8) TRUMPET
(9) XYLOPHONE

CHOOSE ONE... RETURN IS NO CHANGE

VOICE #1?
VOICE #2?
VOICE #3?

PRESS RUN-STOP TO EXIT

TEMPO
QUARTER NOTES/MIN

(1) 120 SLOWER
(2) 160
(3) 200
(4) 240 FASTER

CHOOSE ONE

PRESS RUN-STOP TO EXIT

Program Error

1. In the editor mode typing more than 32 characters on a line causes 36 characters to be stored, but only 32 to be displayed. For example:

   10IABCDEFGABCDEFGABCDEFGABCDEFGABCDEFG (*)

   is displayed as:

   0010IABCDEFGABCDEFGABCDEFGABCDEFGABC

   but all the notes in * will play

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Michael Tomczyk**